



Minbari Protectorate Tradana Combat Frigate

SPECS

Class: Medium Ship
In Service: 2266
Point Value: 525
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Neutron Laser

Class: Laser
Modes: R, P, S
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fusion Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Electro-Pulse Gun

Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: --/--/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Retro Thrust
7-9: Neutron Laser
10-11: Fusion Cannon
12-13: EP Gun
14-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: EP Gun
8-10: Fusion Cannon
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

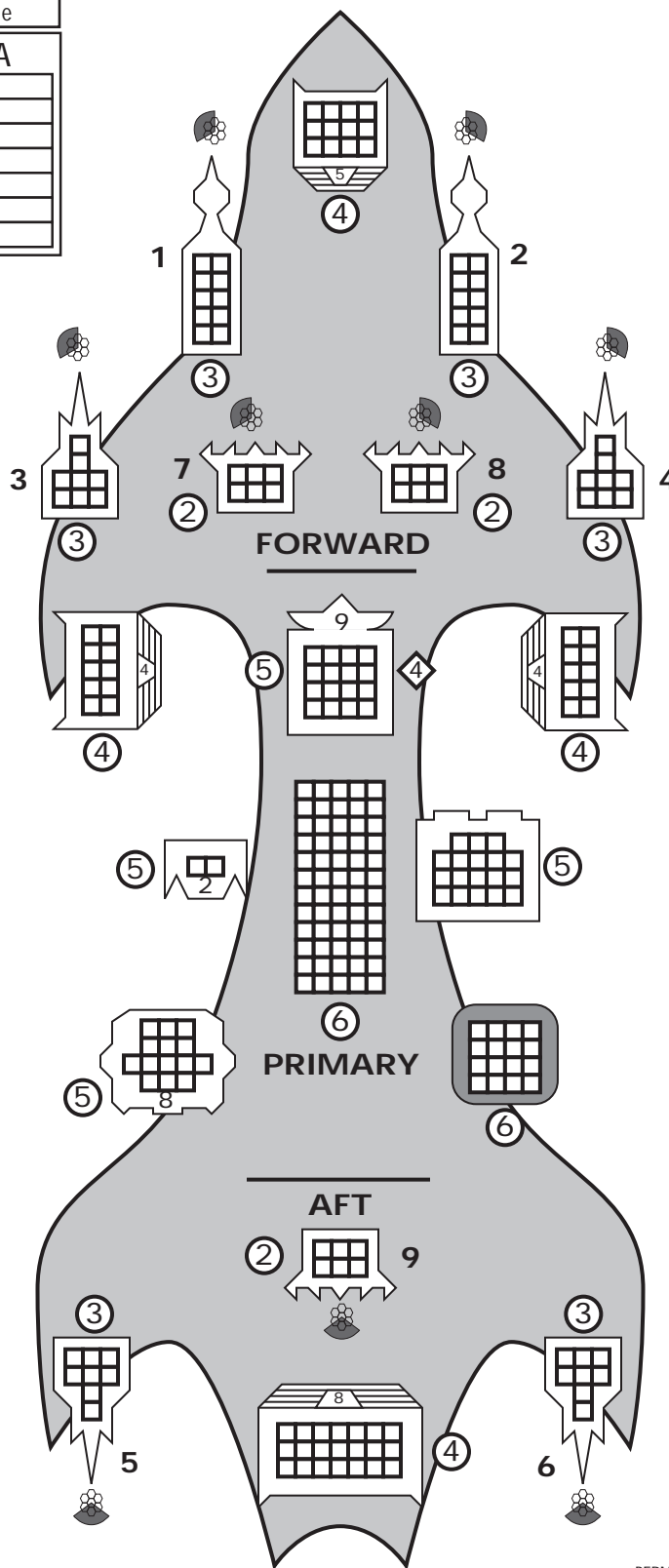
Gravitic Drive System
Atmospheric Capable

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
2 Flyers



JAMMER

If used by the Minbari, this ship is equipped with a jammer in the primary section (hit on 9-10). Increase the ship's cost by 50 points.



COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Neutron Laser
- Fusion Cannon
- EP Gun